



FACULTY OF EDUCATION AND SOCIAL SCIENCES

DIPLOMA IN TESL

**SUBJECT:**

CPD2113- TECHNOLOGY IN ELT

**ASSIGNMENT:**

PROJECT 2- CD SOFTWARE DESIGN & PROJECT REPORT

**DUE DATE:**

THURSDAY, 9<sup>TH</sup> JULY 2015

**PREPARED BY:**

**PREPARED FOR:**

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## **1.0 Introduction**

Technology, especially the emergence of the Internet, is affecting every aspect of education and changing the way we teach and learn. It is no longer a question of whether to take advantage of these electronic technologies in foreign language instruction, but of how to harness them and guide students in their use.

With the rise of technology in today's generation, intellectually learning through a language learning website or courseware, have a profound effect on success towards the learning of the English language. Thus, the web's multimedia capabilities and interactive functions have made it an attractive medium to conduct instruction.

Thus, among the reasons for using the web in ESL learning should increase student motivation, authentic language, and global awareness that have been cited. As a matter of fact, numerous people are involved in some ways in introducing learning technology into teaching, whether in acquiring and using some courseware developed elsewhere or in authoring new courseware.

## **2.0 Objective(s)**

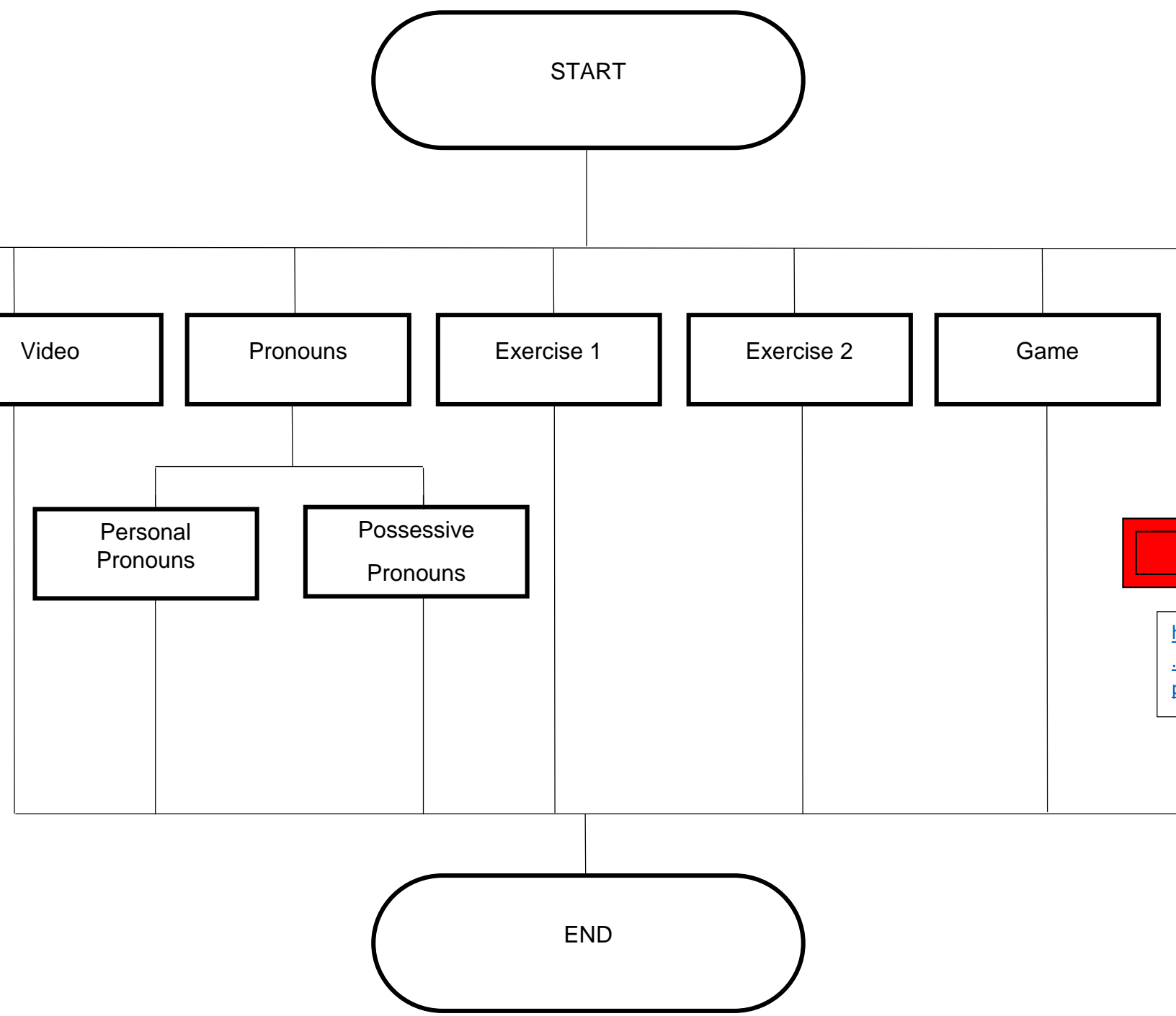
The Educational objectives of this CD software are:

- 2.1 To evaluate the students comprehension about pronouns.
- 2.2 To create a fun and interesting environment towards the learning of grammar.
- 2.3 To practice pronouns by using "the fun wheel game".

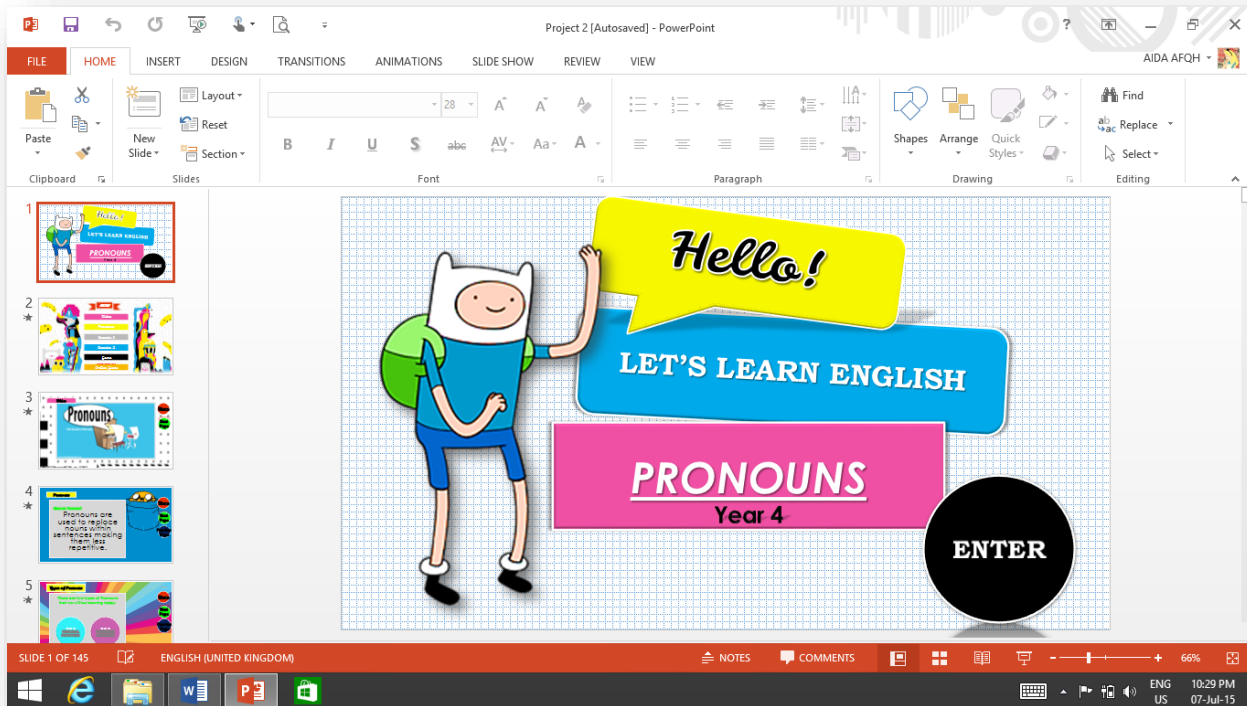
### 3.0 Gantt Chart

Week/Activity	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
1. Introduction of the project							
2. Selecting of the topic of the project							
3. Collecting source							
4. Sketching (storyboard)							
5. Charting (flowchart)							
6. Revising storyboards							
7. Pre-Design (PPT)							
8. Improvisation of design							
9. Final Design (CD)							
10. Publishing							
11. Writing report							
12. Presentation							

4.0 FLOWCHART

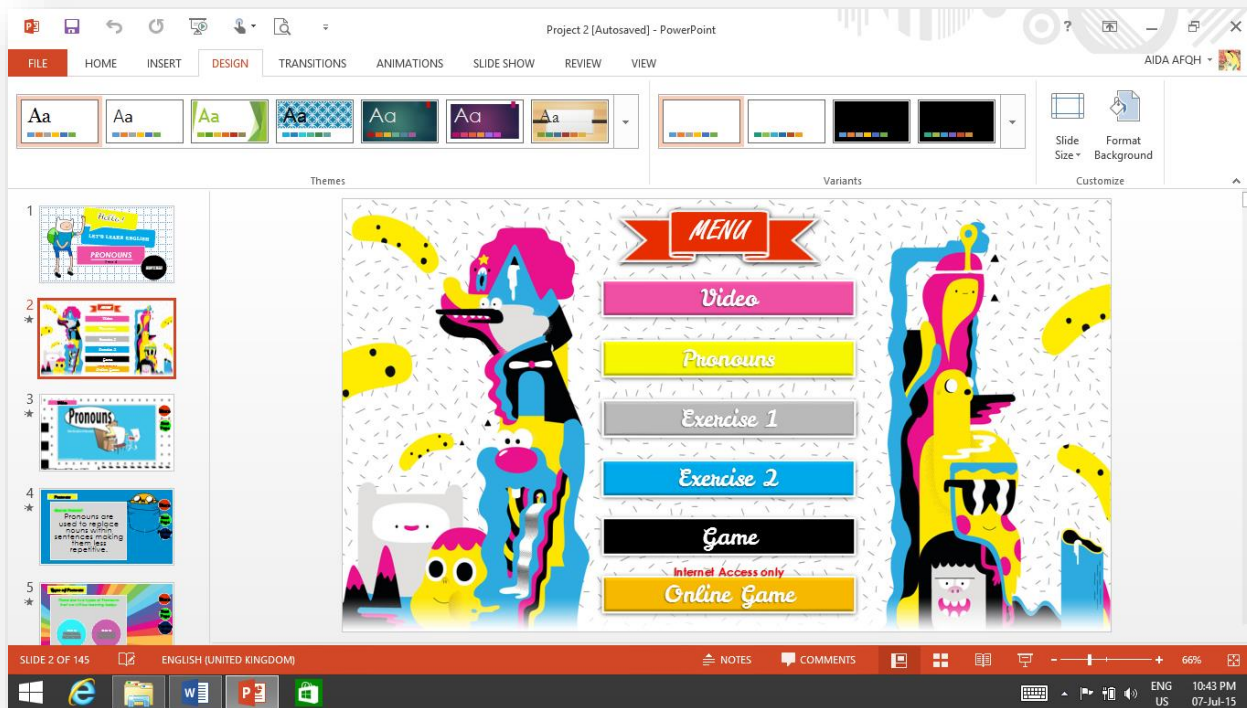


## 6.0 Report



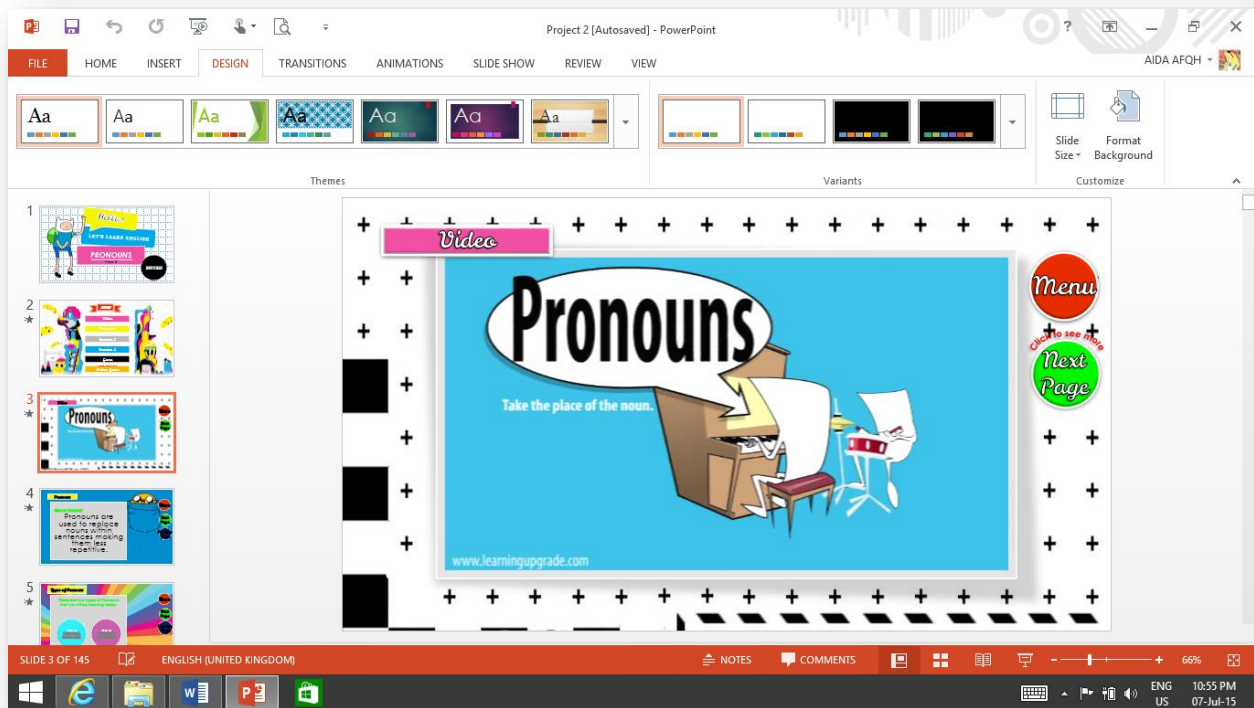
**Figure 1: Start Page**

The figure above shows the Start Page of our CD software design. The theme of our design is inspired by the famous cartoon channel “Cartoon Network”. The start page consists of an ENTER button which is hyperlinked to the next page, an animation of one of the cartoon shows from Cartoon Network, Finn The Human (Adventure Time with Finn and Jake), and the title of our software “Let’s Learn English Pronouns, Year 4”. The format background of the page pattern filled in the colour blue.



**Figure 2: Menu Page**

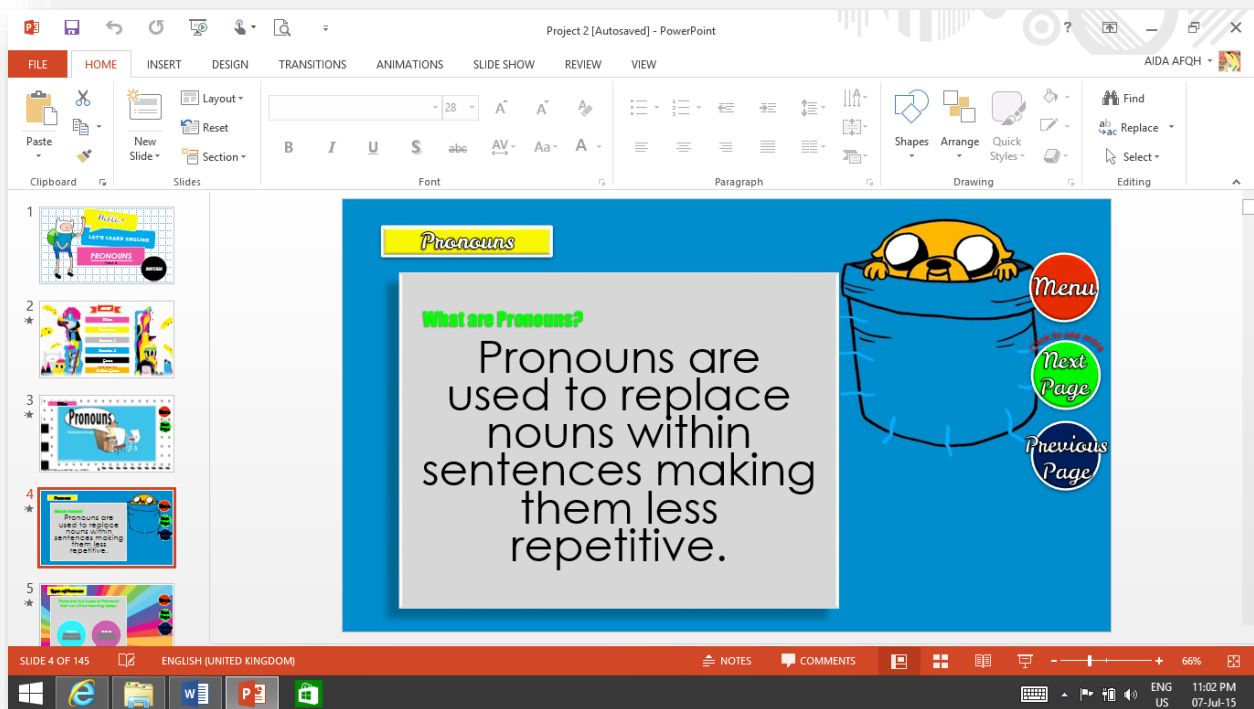
The figure above shows the Menu Page of our CD software design. This page contains a list consists of Video, Pronouns, Exercise 1, Exercise 2, Game and Online Game. Each page is hyperlinked to their respective pages except Online Game which could only be accessed with an Internet connection. The format background of this page is taken from a google search since Cartoon Network has revamped itself to Check It 4.0 with current themes and colourful bumpers.



**Figure 3: Video Page**

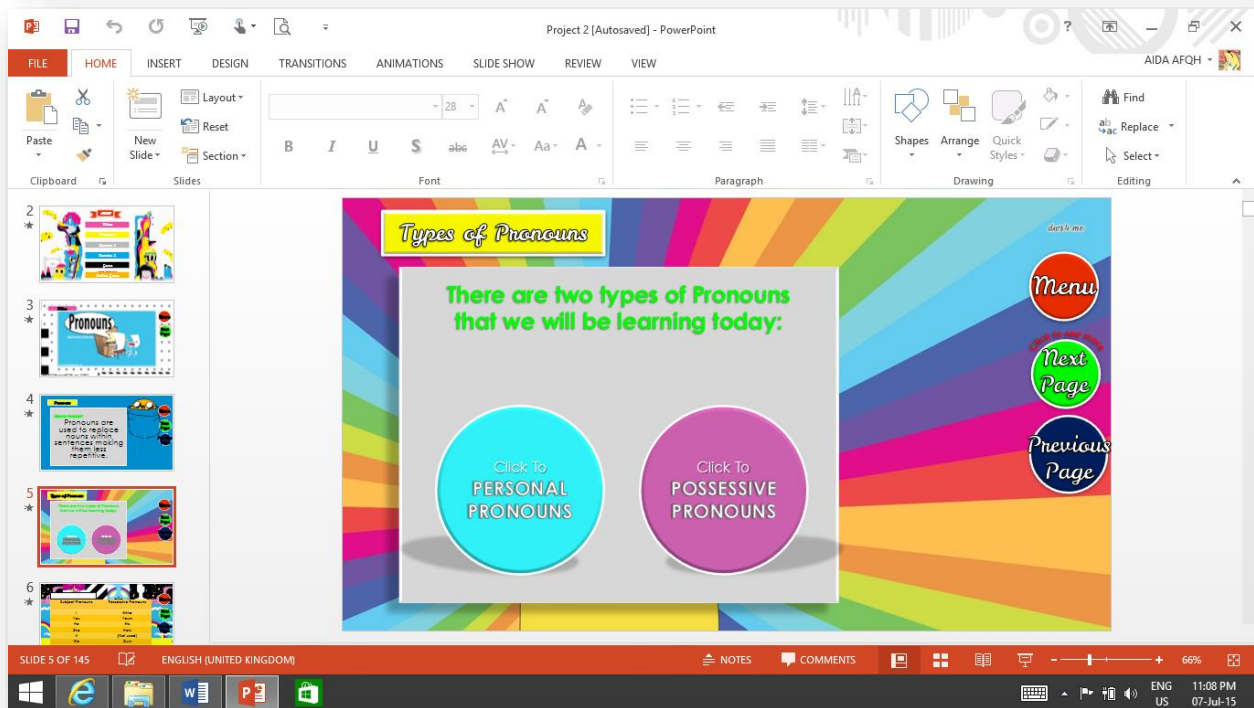
The figure above shows the Video Page of our CD software design. The video was downloaded from YouTube. The video is about pronouns which is related with our topic. Other than that, the buttons on this page consists of a red Menu button which is hyperlinked to the Menu Page and a green Next Page button which is linked to the next page. The format background of this page is taken from Cartoon Network's wallpaper.





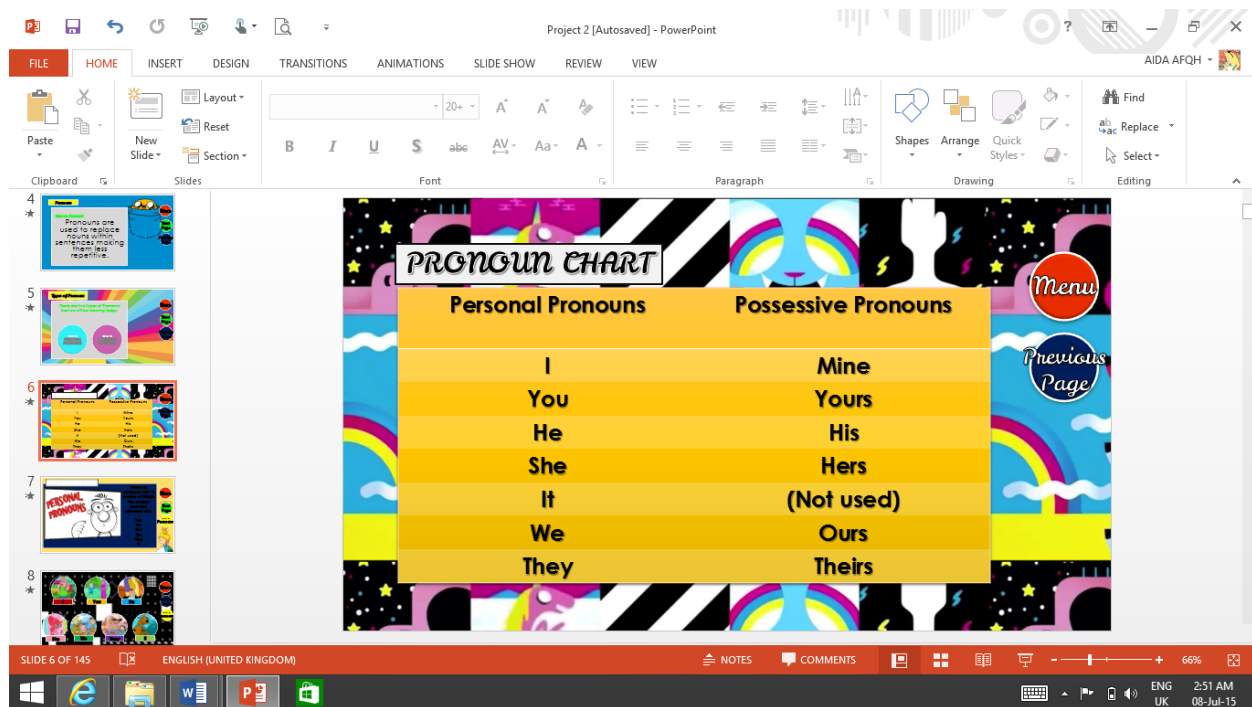
**Figure 4: Pronouns Page (Explanation)**

The figure above shows the explanation of Pronouns. The buttons used in this page are the Menu button, Next Page and a Previous Page which is hyperlinked to the Video Page. The format background of this page is an animation of Jake the Dog (Adventure Time with Finn and Jake).



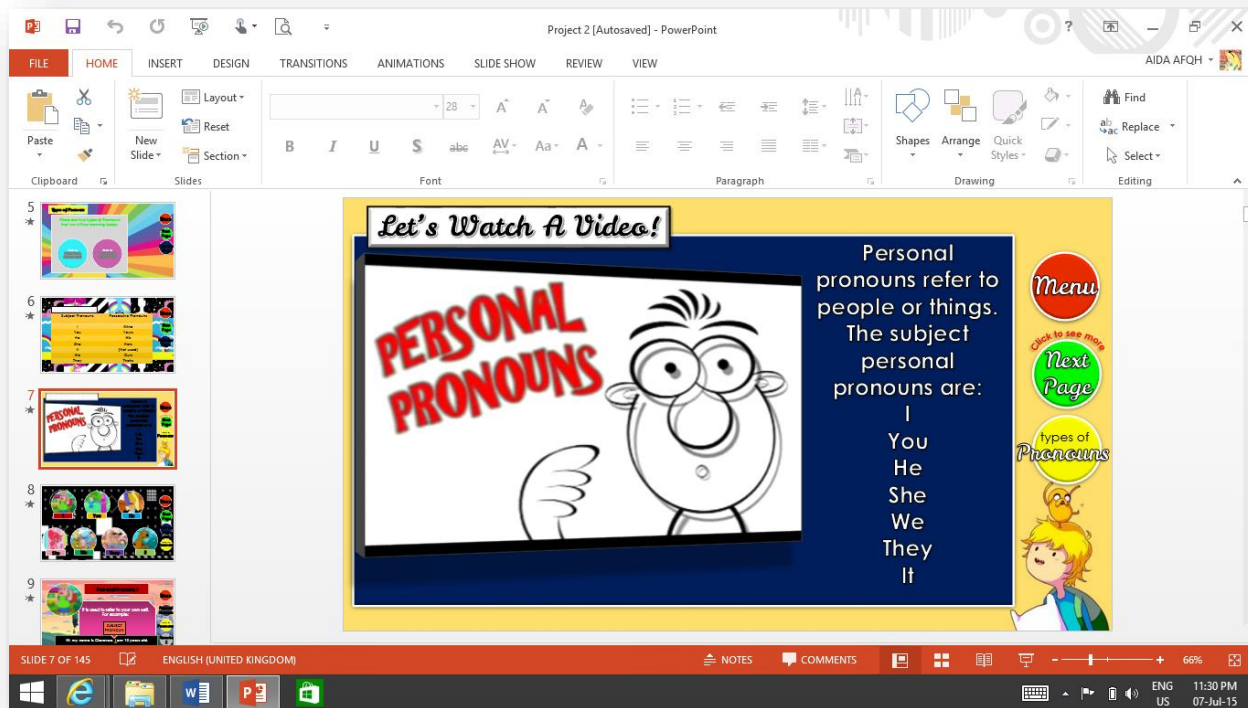
**Figure 5: Types of Pronouns Page**

The figure above shows the types of Pronouns page. There are two options that could be picked which are the Personal Pronouns page and the Possessive Pronouns page. Both types of pronouns are hyperlinked to their own respective pages. The buttons used in this page are the Menu button, the Next Page button and the Previous Page button. The format background of this page is taken from The Adventure Time with Finn and Jake themed wallpaper.



**Figure 6: Pronoun Chart Page**

The figure above shows the Pronoun Chart page. The page consists of a table which briefly explains the change from a personal pronoun to a possessive pronoun. The buttons used in this page are the Menu button and the Previous Page. The format background of this page is taken from Cartoon Network's Check it 4.0 layout.



**Figure 7: Personal Pronouns Video and Explanation Page**

The figure above shows a video and explanation of personal pronouns. The buttons used in this page are the Menu button, the Next Page button, and the Types of Pronouns button which is hyperlinked to the page “Types of Pronouns”. The format background of this page is taken from The Adventure Time with Finn and Jake.

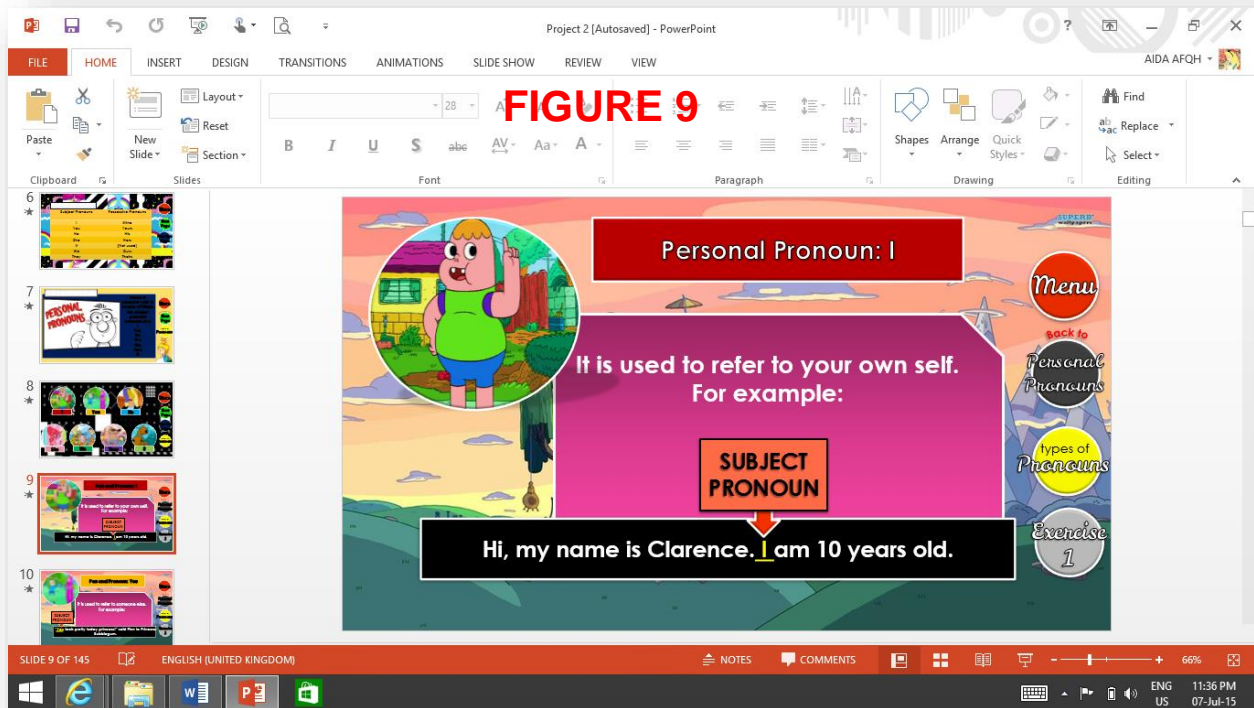
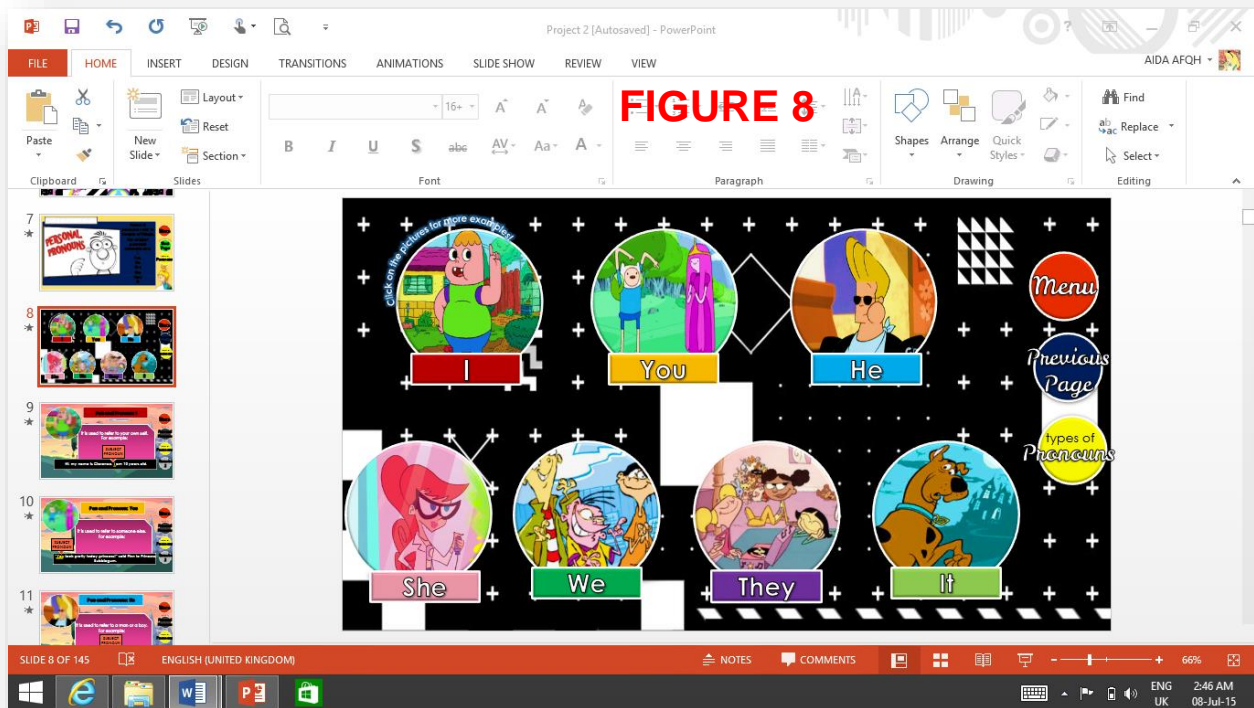


Figure 8 & 9: Personal Pronouns & Explanation

Figure 8 shows a page which consists of personal pronouns. Each characters are from Cartoon Network's TV shows which are Clarence, The Adventure Time with Finn and Jake, Johnny Bravo, Mary from Johnny Test, Ed, Edd and Eddy, Dee Dee and friends from Dexter's Laboratory and Scooby Doo. The users need to click on the pictures in order to further know about the explanation. Each picture is hyperlinked to their own respective pages. The buttons used in figure 9 are the Menu button, the Back to Personal Pronouns button which is hyperlinked back to the Personal Pronouns page, the Types of Personal Pronouns page and Exercise 1. Exercise 1 is present because the user may answer the questions if the user feels confident.

*(Same report to explain the Possessive Pronouns Video and Explanation page and also the Possessive Pronouns and Explanation page.)*



Figure

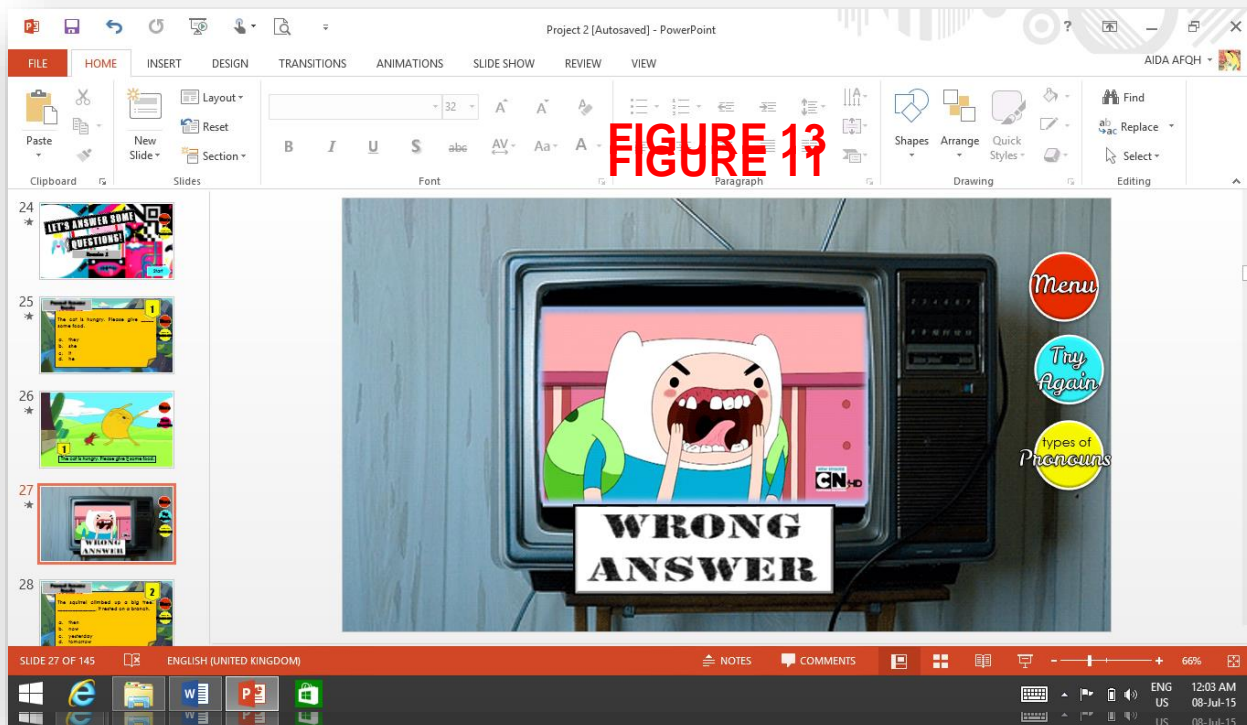
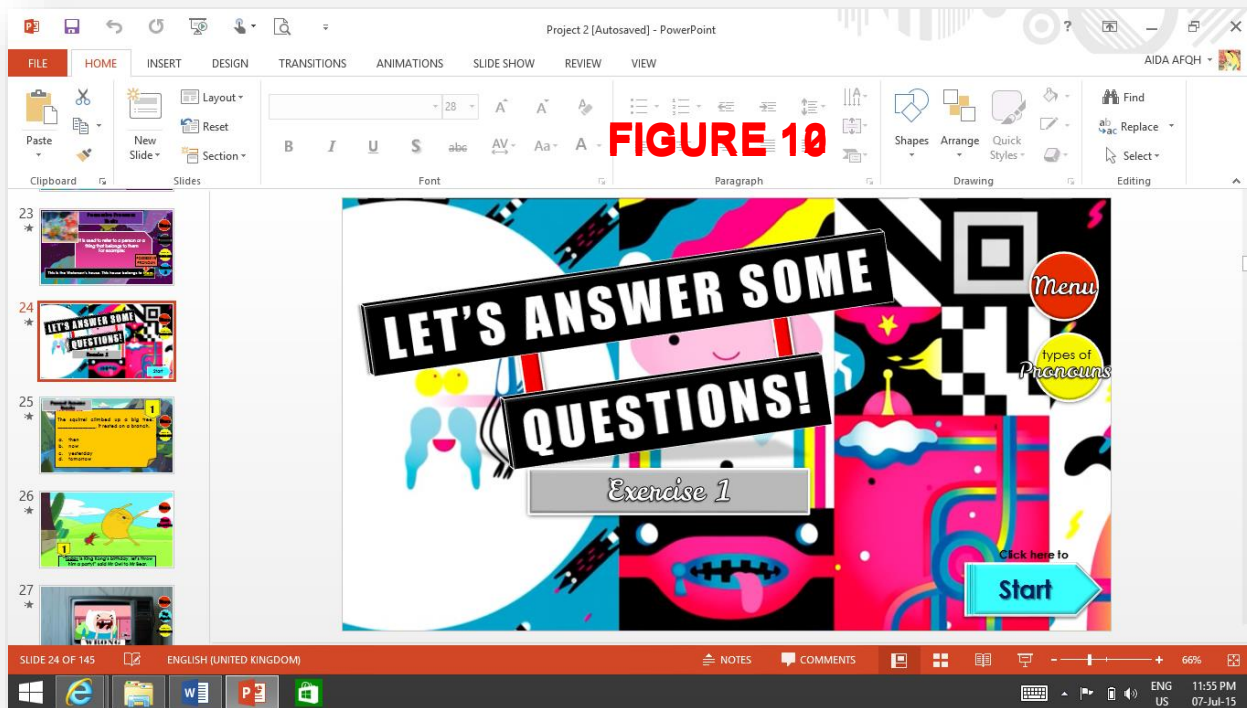
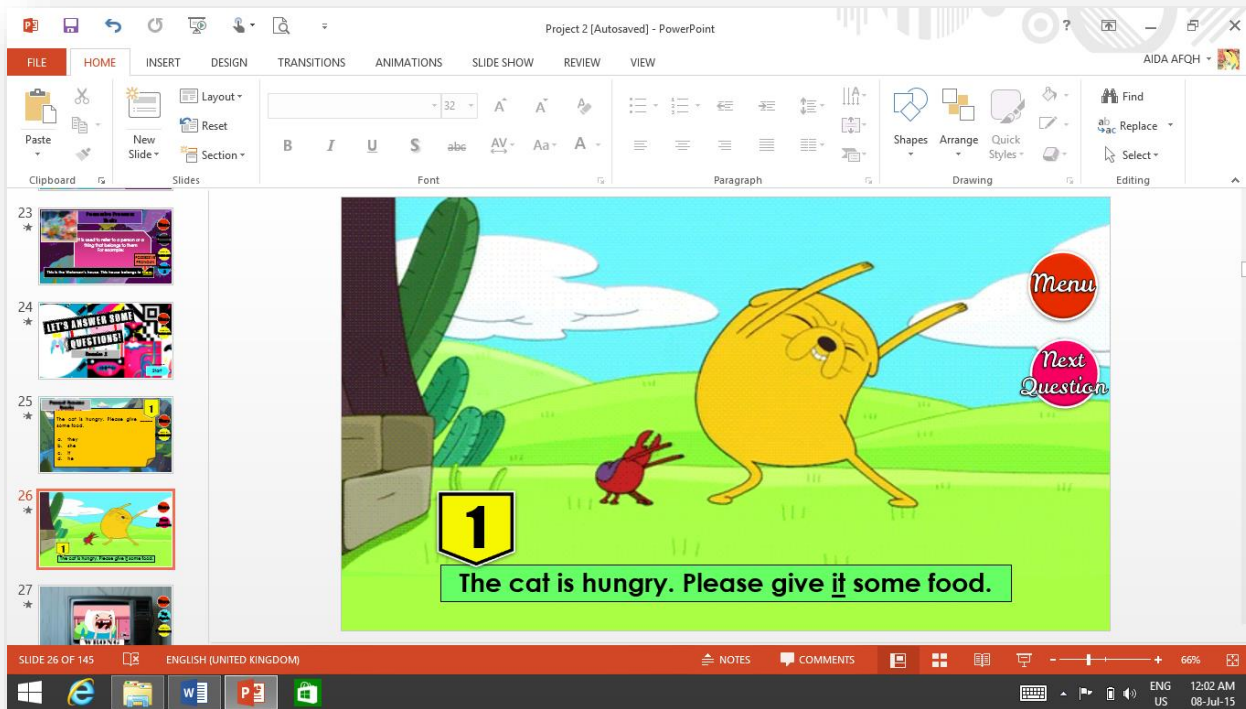


Figure: 10, 11, 12 & 13: Let's Answer Some Questions (Exercise 1)

The figures above are from Exercise 1 which consists of questions about Personal Pronouns. The buttons used in Figure 10 are the Menu button, the Types of Pronouns button and also a Click here to Start button which indicates to start answering the questions. The format background of the page is taken from



CartoonNetwork's Check it 4.0 layout. The correct answer from Figure 11 are hyperlinked to the page which consists of a gif of Jake the Dog and a beetle dancing which indicates success, (Figure 12 - <http://www.giphy.com>) and the full sentence of the question while the incorrect answers are hyperlinked to a page consists of a gif (Figure 13 - <http://www.giphy.com>) of Finn and Jake screaming which indicates failure. Buttons used in Figure 12 are the Menu button and the Next Question button. Buttons used in Figure 13 are the Menu button, the Try Again button which is hyperlinked back to the same question and the Types of Pronouns button. *(It is present when the user needs to read back on the notes given)*

*(Similar report to explain Exercise 2)*





Figure

Figure: 14, 15, 16, 17 & 18: Game

The figures above are the Game section in our CD software design. The game was inspired by the Wheel of Fortune. The buttons used in Figure 14 are the Menu button, the Types of Pronouns and a Click here to Start button which is hyperlinked to the next page, with a title “Let’s Play the Wheel of Fortune”. The wheel of fortune from Figure 15 was an empty PowerPoint template downloaded from a website which needs to be edited. The wheel was modified so the numbers on the wheel represents a group of pupils. Press the Spin button in order to know which group will answer the question. The format background of Figure 15 is taken from google images under the search “TV static”. The format background of Figure 14 and Figure 16 is taken from Cartoon Network’s Check it 4.0 layout.

*(Similar report to explain how to answer the questions).*

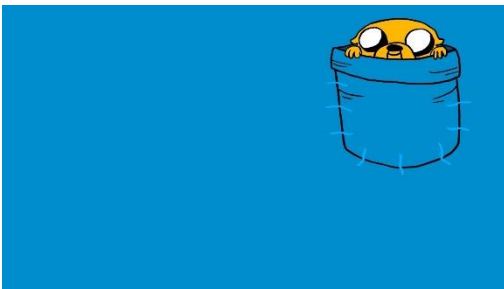
## 7.0 Lesson Plan

Subject	: English
Date/ Day	: 9 <sup>th</sup> July 2015 (Thursday)
Time/ Duration	: 9.00 am – 10.00 am (60 minutes)
Class	: 4 Delima
Proficiency Level	: Intermediate
Student Enrollment	: 30/30
Theme	: World of Knowledge
Topic	: Pronouns
Focus Skill	: Grammar
Content Standard	: 5.1 By the end of the 6 year primary schooling, pupils will be able to use different word classes correctly and appropriately.
Learning Standard	: 5.1.2 Able to use pronouns correctly and appropriately: (a) <b>possessive</b>
Learning Objectives	: By the end of the lesson, pupils will be able to: <ol style="list-style-type: none"><li>1. Answer 6/7 questions of personal pronouns correctly.</li><li>2. Answer 5/6 questions of possessive pronouns correctly.</li><li>3. Work in groups when playing “The Wheel of Fortune” game.</li></ol>
Teaching Aids	: CD Software, LCD Projector
Educational Emphasis	: Thinking Skills and Knowledge Acquisition.

Stages	Content/ Skills	Teacher and Student Activity	Rationale/ AVA
<b>Set Induction</b>	Listening and Speaking	<ol style="list-style-type: none"> <li>1. Teacher points out to things around the class randomly.</li> <li>2. Teacher then asks the students who does it belong to.</li> <li>3. Students respond.</li> </ol>	<ol style="list-style-type: none"> <li>1. To introduce the students the lesson of the day.</li> <li>2. To attract student's attentions.</li> <li>3. Initiate active learning.</li> </ol> <p><u>AVA</u></p> <p>Things that could be found in the classroom.</p>
<b>Pre Stage</b>	<p>Watch video and listens to the teacher.</p> <ol style="list-style-type: none"> <li>1. Personal Pronouns</li> <li>2. Possessive Pronouns</li> </ol>	<ol style="list-style-type: none"> <li>1. Teacher shows a video about pronouns.</li> <li>2. Teacher then elaborates more on the video.</li> <li>3. Teacher explains about the definition of pronouns.</li> <li>4. Students are taught two different types of pronouns to be learned.</li> <li>5. Students are shown videos, examples and functions of those two pronouns.</li> </ol>	<ol style="list-style-type: none"> <li>1. To practice Pronouns.</li> </ol> <p><u>AVA</u></p> <p>Slides</p>
<b>While Stage</b>	If answers are incorrect, other students will have the chance to answer.	<ol style="list-style-type: none"> <li>1. Students are asked to volunteer to answer questions from Exercise 1 and Exercise 2.</li> </ol>	<ol style="list-style-type: none"> <li>1. To allow students to interact with each other and with the teacher.</li> <li>2. To make sure that students understand the use of pronouns.</li> </ol> <p><u>AVA</u></p> <p>Slides</p>

<b>Post Stage</b>	The Wheel of Fortune Game	<ol style="list-style-type: none"> <li>1. The teacher will divide the students into groups of 7-8 members.</li> <li>2. The teacher will click the Spin Button first. When the arrow hits the number of a group, students are asked to choose one representative to open the question.</li> <li>3. Students need to discuss the question with their teammates.</li> <li>4. If that group answers the question correctly, they will get a star.</li> <li>5. If they answer it incorrectly, the question will be open to other groups.</li> <li>6. The fastest group to raise their hands, will get to answer the question. If the other group answers it correctly, they will get a star for their group.</li> </ol>	<ol style="list-style-type: none"> <li>1. To enjoy learning English through fun games and activity.</li> <li>2. To enhance communication between the students.</li> </ol> <p><u>AVA</u></p> <p>Slides</p>
<b>Closure</b>		Teacher recaps the lesson.	To check their understanding on the lesson

## 8.0 Appendix



**Appendix: Some of the wallpaper used in designing the CD software.**